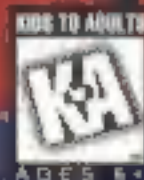


VIRTUAL BOY WARIO LAND™



VIRTUAL BOY™

INSTRUCTION BOOKLET

VUE-VCH0104

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™



KIDS TO ADULTS



AGES 6+

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

™ & © are trademarks of Nintendo of America Inc.

© 1995 Nintendo of America Inc.

Thank you for purchasing the **Virtual Land™ Game Pak** for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

WARNING

This product MUST NOT be used by children under the age of 17 years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy instruction booklet and the Consumer Information and Recommendations Booklet. Please note before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling dizzy. Discontinue use immediately if you feel dizzy, nauseous or tired or if you experience eye or head strain. Do not use pirated or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy instruction booklet, call 1-800-255-3700.

CHOKE HAZARD - SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

This Game Pak has a battery backup function to retain the progress of the game.

CAUTION: Do not remove the battery backup cover and do not use any sharp objects to pry the battery backup cover open. Battery-backed-up Game Paks do lose your stored information.



CONTENTS

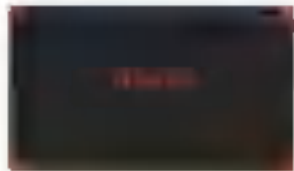
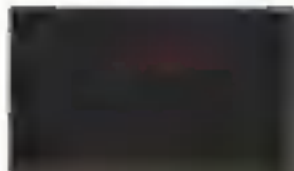
Before Starting The Game	4
IFM Adjustment	5
Focus Adjustment	6
Aim Pause Adjustment	7
The Title Screen	8
Prologue	10
Controller Functions	12
How To Play The Game	14
Items	18
Warik's Actions	20
The Power Up	23
The Enemy Characters	28

Before Starting the Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them when using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



IPD Adjustment

This adjustment sets Virtual Boy to the distance between ~~your~~ eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.



The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.



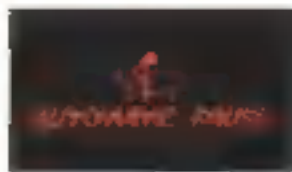
Automatic Pause Adjustment

All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← □ → on the left +Control Pad, then press the START button to begin the game.



After playing for 20 minutes or more, the game will present you with the Automatic Pause Screen when you are between stages. At this point, please take a break and rest.

Press the START button to resume play.



The Title Screen

The title screen appears after you press **START** on the Automatic Pause switch screen. Pressing **START** again brings up the **SELECT** screen.



The Select Screen

At the top of the screen there are icons, in the middle of the screen is the brightness adjustment and at the bottom of the screen is the Automatic Pause on/off switch.

Switch between them by pressing **←** **→** on the Left +Control Pad.



The Data Vaults

There are three Data Vaults. The number of completed stages is displayed above the vaults. Choose a Data Vault by pressing \leftarrow \blacksquare \rightarrow on the Left +Control Pad, and then press the START button.

The game will load the level shown above the Data Vault.

The Vault on the far right is the Erase Data Vault. Press the START button on this Cave and move the bomb in front of the Data Vault you wish to erase. Press the START button to erase the data. To cancel, press the START button in front of the Erase Data Vault.

Brightness Adjustment

To adjust the brightness of the display, press \leftarrow or \rightarrow on the Left +Control Pad.

Automatic Pause Function Switch

Turn the Automatic Pause ON or OFF by pressing \leftarrow or \rightarrow on the Left +Control Pad.

Prologue



in the river basin, I followed my Bulldog, and we came to the base of the Aldegara Waterfall. While standing in the stream, I spied creatures wearing masks entering the waterfall. This piqued my interest!

Behind the falls there was a small cove, and in the back of the cove was a small stream. I followed the stream and found a cave.

Some of the masked creatures were carrying a large treasure. This treasure is all mine! I rushed in to collect the loot.

I vowed to get the treasure. I vowed to get the treasure. I vowed to get the treasure.

Controller Functions

LEFT + CONTROL PAD

Move Wario

Change menu item

L BUTTON

Wario will dash

Wario has several different actions.
Refer to page 20.

SELECT BUTTON

Not used

START BUTTON

Accept menu item

Pause

POWER SWITCH

◉ TIPS FOR WINNERS ◉

Dash 'n Dash both the blocks and enemies!

Beware  with thorns,  can damage Wario.



The diagram shows a top-down view of a Super Mario Bros. 3 controller. Red lines connect specific buttons to callout boxes on the right. The R button is at the top, followed by the Right + Control Pad. The A button is in the center, and the B button is at the bottom. The controller has a black body with red and white accents. The text 'SUPER MARIO BROS. 3' is visible on the bottom half of the controller.

R BUTTON

Wario  dash

RIGHT + CONTROL PAD

Not used

A BUTTON

Jump
Accept menu item

B BUTTON

Attack

How to Play the Game

THE GAME SCREEN

PERCENT OF COINS GATHERED

NUMBER OF HEARTS

NUMBER OF LIVES



BATTERY INDICATOR

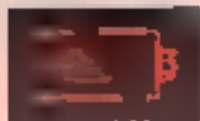
JUMP TRANSPORTER

KEY DISPLAY

REMAINING TIME

The Battery Indicator

When the batteries gets low, the indicator will light up and flash on the bottom of the screen. Please change the batteries as soon as possible.



GAME PLAY

In each level you will collect coins, hearts and treasures.

Find the key somewhere in each level to open the locked elevator .

Board the elevator then proceed upwards to the next level.

Some levels are medium boss levels. The final level is the Big Boss level, defeat him to complete the game.



MINI-GAMES

When riding the elevator, you can stop between levels and challenge the mini-games. Proceed up in the elevator to see the Game Progress screen.



GAME PROGRESS SCREEN

This screen displays your **current** level of progress in the game.

TREASURE

Displays collected treasures

COINS

The number of **collected** coins

TIME

The total amount of time used



LOCATION

Your current location
in the maze

RESET

To **reset** the game, press the **RESET**, SELECT, A, B, and R buttons simultaneously.

SAVE AND LOAD

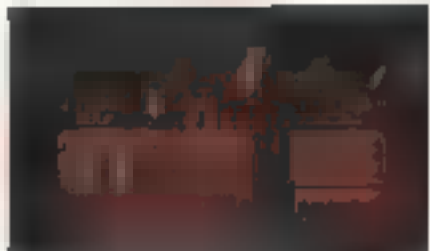
When you ride the elevator to the **DATA VAULT** at the end of each level, the game **SAVES** your progress automatically. If you reset or turn off the power during a stage, the only data saved will be the key and the treasures.

Enter the Data Vault to load a saved game. See page 9.

PAUSE

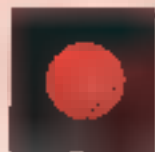
Press the **START** button during game play to pause the game. Press the **SELECT** button while paused to switch to the Adjustment Screen.

The Secret Screen



Items

COIN



Push into blocks and enemies
to make these appear.
Collect as many as possible.

BIG COIN



These are worth 20 coins.

DIAMOND



Each is worth an extra life.

HEART



Destroy blocks or defeat
enemies with fire to collect
these.

BIG HEART



These are worth 10 hearts.
Collect 100 hearts for an
extra life.

TREASURE



There is a treasure hidden
on all but the 100th stage.



There is one key in each stage.
The key will open the locked
door blocking access to the elevator.
Sometimes an enemy will possess
the key.



Opening the door!



When your game ends, and the
GAME OVER message appears,
you will lose some of the
treasures and coins collected.

○ TIPS FOR WINNERS ○

Jump on an enemy to stun it. Touch it to pick it up.
Throw it at another enemy using the B button.
If you cause it to hit the enemy before it bounces twice,
then both enemies will be destroyed!

Wario's Actions

Let me show you
how to get the job
done!



L BUTTON

R BUTTON

L +CONTROL PAD

SELECT

START



R +CONTROL PAD

A BUTTON

B BUTTON

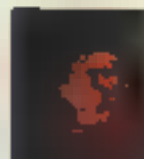
RUN



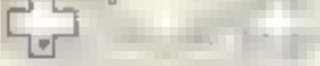
While moving, press the L or R buttons to sprint.



DUCK



Press + on the Left Control Pad to duck. You may crawl left or right while ducking.



SWIM



Rise towards the surface by pressing the A Button. When exposed, hold the Left + Control Pad.



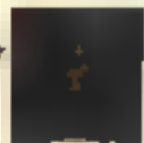
JUMP



Press the A Button to jump. For a long jump, hold before jumping.



To use a long jump, hold the A Button just before to jump. Then press the A Button.



BODY SLAM



First jump. Then, once in the air, press + on the Left + Control Pad.



STOMP



Land on top **ENEMY** **STOMP** there. This will stop **ENEMY**.



BARGE



Move with **BS** Left + Control Pad, **BS** press the **B** **ENTER** to barge in enemy.



THE ELEVATORS



BS with **BS** elevator and press **BS** or **BS** on the Left + Control Pad.



CARRY AND TOSS



Touch a **ENEMY** to pick **ENEMY** up. Throw them with **BS** **ENTER**.



SECRET DOORS

If you have the key, touch the **BS** to unlock it.

○ TIPS FOR WINNERS ○

To destroy **ENEMY** **ENEMY** blocks which **ENEMY** above and on the **BS** **ENTER**, use the "Jump Attack."

ENEMY coming left or right, **ENEMY** the A and B **ENTER** simultaneously!!!

The Power Ups



Touch the Bull Wario helmet to become Bull Wario. Bull Wario can destroy blocks with a single Barga.



When you are regular Wario, become Bull Wario by touching the garlic Barga.

SPECIAL POWERS



Bull Wario can start an earthquake by doing a Body Slam.

Enemies will be stunned, and blocks beneath Wario will be destroyed.



**BULL
WARIO**

EAGLE WARIO



Touch the Eagle Statue to
become Eagle Wario.

SPECIAL POWERS



Eagle Wario can fly!

Jump and then press and hold the A
button while maneuvering with ← and →
on the Left +Control Pad. Attack while
flying with the B Button.



SEA DRAGON WARIO



Touch the Dragon Crystal to
awaken Sea Dragon Wario.



Sea Dragon Wario can breathe
fire.

The fire breath can destroy both
blocks and enemies.

SPECIAL POWERS



+



Touch both the Eagle Statue and the Dragon Crystal to become King Dragon Wario. This is the pinnacle of Wario's power.

KING DRAGON
WARIO

All the Special Powers are available to you!!

SPECIAL POWERS

SMALL WARIO



Small Wario has no
Special Powers...

When you ~~lose~~ damage, you will become
Small Wario. If you get hit again, you
~~will~~ lose a life.



GARLIC BOTTLE

Becomes Wario



VIKING HELMET

Becomes Bull Wario



EAGLE STATUE

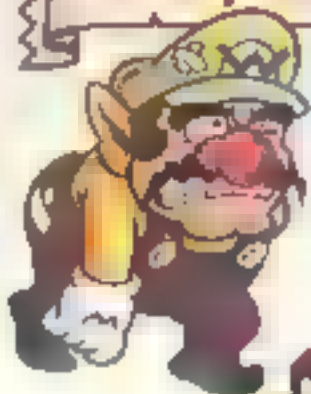
Become Eagle Wario



DRAGON CRYSTAL

Become Sea Dragon Wario

Enemy Characters



MASK-GUY

This timid creature can hurt you with his mask.

In this underground labyrinth there are many strange and powerful creatures. Let me introduce them to you:



BOMB-BAT

Loves to drop explosive presents on Wario.

CHAIN-SAW FISH

This sword-fish is equipped with a chain-saw.



DARK TORTOISE

This water monster attacks by tossing his spiked hat.



CHIPPY

A happy creature of the forest who loves to throw bombs.





HONEY-BEE

Guards the farms by dropping watermelans and bombs on trespassers.



MASTAH MOSQUITO

A flying creature who loves to stick Wario with his nasty needle mm.

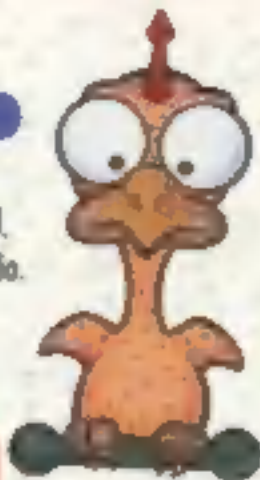
VASE-BASED

When the vase is disturbed, Vase-based will attack with its spears. If Wario can stand the vase up, good things will happen.



COO-COO

This featherless bird has a clock's hand on its forehead. It leaves bombs to hurt Wario.



THORN-BALL

This little bee shoots out thorn balls. Its only goal is to thwart Wario in his quest.



BLADE-FACE

Beware the cleavers attached to the sides of his face.



IMPORTANT:

RP-1

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archive" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensee is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline

1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

3-MONTH LIMITED WARRANTY (See Hardware, Game Pak, & Accessories)

RYO

Hardware of America Inc. ("Hardware") warrants to the original purchaser that the product hardware, ~~except power tools~~, will be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect occurs within the warranty period, Hardware will repair or replace the defective product or accessories ~~at no charge~~ ~~at its option~~ free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Hardware warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect occurs within the additional 3-month warranty period, Hardware will repair the defective hardware product or accessories free of charge. The original purchaser is entitled to the additional 3-month limited warranty only if the Corporate Proof of Purchase Card furnished to the purchaser with the product is received promptly after the date of purchase by Hardware by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR / SERVICE AFTER EXPIRATION OF WARRANTY

Customers may simply budget their repair costs for product warranty periods.

Hardware's Corporate Proof of Purchase Card (CP) states that, during its warranty period, all operations are from 9 to 5 p.m. Pacific Time Monday through Friday, 10 to 4 p.m. Pacific Time, on Saturdays. Customers are charged a \$10.00 service fee when the repair is called into the telephone. You will be retained in the telephone until a technician is available to assist you. We will be allowed to repair the product through Hardware. In some instances, it may be necessary for you to pay for shipping, packing, freight, repair and return of the product. Hardware will not be responsible for service charges.

WARRANTY LIMITATIONS

THE WARRANTY SHALL NOT APPLY TO THE PRODUCT (a) OTHER THAN PRODUCT, WHICH ARE LISTED BY HARDWARE (INCLUDING, BUT NOT LIMITED TO, POWER TOOLS, HOME IMPROVEMENT DEVICES, ADAPTERS, ACCESSORIES, SPECIAL DEVICES), (b) A TOOL FOR COMMERCIAL PURPOSES (INCLUDING RENTALS) OR IS SOLD OR LAMPED WITH, (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP, OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN ACCORDANCE TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 4 MONTHS, AS APPLICABLE) IN NO EVENT SHALL HARDWARE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE USE OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Hardware's address is on the back of the hard copy of this manual.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE
OR SERVICE? CALL 1-800-255-3700.



Nintendo®

Nintendo of America Inc.
P.O. Box 967, Redmond, WA 98073-0967 U.S.A.

PRINTED IN JAPAN